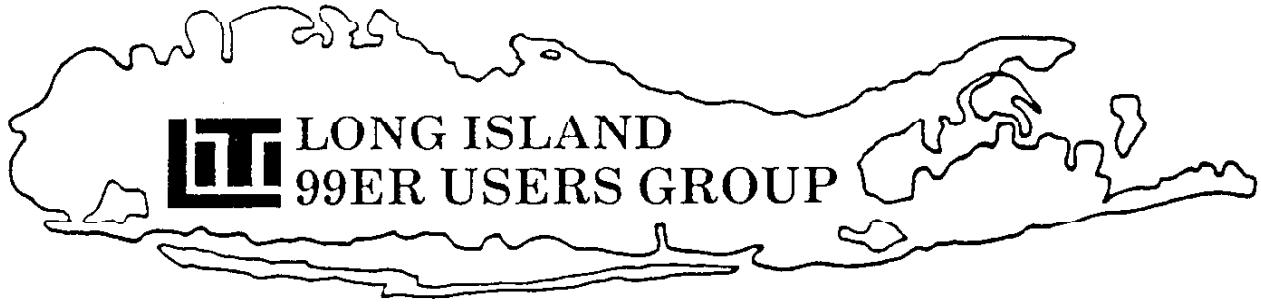

VOL #10 NO.3 MARCH, 1991 $2.00

MEETING DATE: FRIDAY-MARCH 8, 1991

LONG ISLAND SOUND

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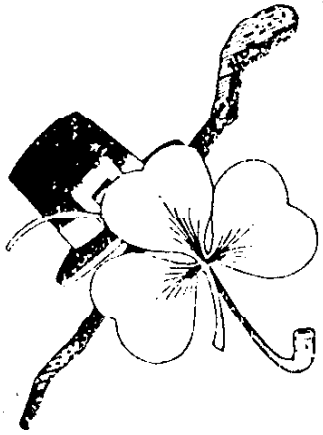

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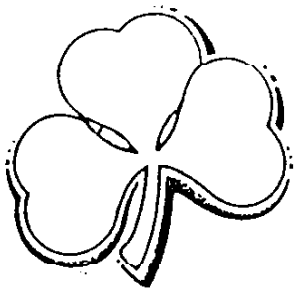
EDITOR'S NOTEBOOK

BY

FRANK J. BUBENIK JR



MEETING PLACE:

TONY'S HOME. 542 SOUTH BROADWAY. LINDENHURST, NY.

MINUTES OF THE FEBRARY MEETING.

THIRTEEN MEMBERS PLUS THREE GUESTS ATTENDED THIS MEETING. TONY CALLED THE MEETING TO ORDER AT 8:30. THE SECRETARY GAVE OUT THE MAIL. THE HE RELATED ALL THE TI NEWS THAT HE RECEIVED. SOME OT THE MEMBERS HAD QUESTIONS ON SOME PROBLEMS THEY HAD WITH PRINTERS AND PROGRAMS.

TREASURERS REPORT: THE FOLLOWING MEMBERS HAVE RENEWED THEIR DUES: F. BUBENIK, BERNARD GOLDBERG, CHARLES GOLDBERG DANIEL KOSHANSKY, CHARLES REINHART(SR), ARNOLD REITMAN, JOE SCOTT, JERRY STOCKLER AND JOEL KASS.

THOSE MEMBER WHO RECEIVED THE SPECIAL OFFER FROM COMPUTER MONTHLY, PLEASE SEND IN YOUR CHECK FOR YOUR YEARS SUBSCRIPTION.

NOMINATIONS FOR 1991 BOARD.

ELECTIONS WILL TAKE PLACE IN MARCH. IF YOU WISH TO SUBMIT YOUR NAME, PLEASE CONTACT: FRANK BARON- NOMINATIONS CHAIRPERSON. SUBMIT YOU NAME AND POSITION YOU WANT IN WRITING TO FRANK BARON, 516 EVERDALE AVE. WEST ISLIP, NY 11795.

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FAMILY COMPUTER SHOW

3/9/91 9-4, ROSELLE RARK HS-ROSELLE PARK, NJ. REMEMBER TO BRING THE FLIER FROM FEBRUARY NEWSLETTER FOR FREE DISK OF PROGRAMS FOR YOU TI 99/4A.

FORTH IDEA by Wil Mellroy

Fun With Fractals!

Due to adjustments made in the printing schedule, I have lost track of which month's installment I'm working on, but this is the first in what amounts to a new series. Fractals, and many other things, would be more interesting in higher resolutions but, as yet, I don't know of any hi-res mod that I can afford. Still, what can be done with this decade old machine is still quite impressive, so let's get to it.

Actually, this might be a good place to explain just what Fractals are. (All you smarty-pants know-it-alls can skip ahead.) The term Fractal refers, in this case, to various intricate patterns and designs which can be produced by your computer through the use of some surprisingly simple formulas. There is one formula, for example, known as the Population Equation, which looks like this- Xn+1 = RXn(1 - Xn). The R in this equation can be set to a value between 1.1 and 4. The n+1 part means that the next value of X is obtained by doing the indicated calculation using the old value. If necessary, this calculation can be repeated dozens of times to obtain the desired output. This is known as an iterated (repeated) equation.

For values between 1.1 and about 2.5, the output will quickly settle to a single value and then stay there. If you were to plot the result for this range you would see a smooth curve which rises steeply at first and then levels off somewhat. (The value of X always remains between 0 and 1.) The R is the Environmental Constant and the final X value represents the Population level. So, we have a nice, simple, well behaved formula which is useful in population studies. Not very exciting? Well, just push R a little higher and then see what happens. (R may be incremented in steps of .01 or less.)

At a certain point, you will notice that you are no longer getting only one answer. The output will bounce back and forth between two discrete values. As R is gradually pushed higher and higher, the point is reached where the output splits and produces four values. This doubling accelerates and the output quickly zooms right into what is currently thought to be a totally chaotic state, producing an endless stream of random values within the limits of the output range. In fact, it was the discovery of this behaviour which launched the entire field of Chaos within the world of mathematicians!

Now that I finally have your undivided attention, I will suggest a couple of really good books. The first is a Penguin Books release, "CHAOS" by James Gleick. It is a well written and easy to understand volume, with nice illustrations and some really spectacular photographs, which chronicles the exciting birth of this new field. The other book is for programmers. It is directed specifically at users of Borland's Turbo Pascal 5.5 (not yet available for the TI,) and presents all of the Source Code you will probably ever need for Fractal programming in that language. Published by M & T Books, "Fractal Programming in Turbo Pascal", by Roger T. Stevens is a real gold mine. Even though Pascal is not directly translatable into FORTH, the formulas, and the basic logic behind their use, is easy enough to understand that I have been able to develop reasonably equivalent routines.

>>>> COME TO THE FAIRS <<<<

XXXX 1991 COMPUTER FAIRS XXXX

MARCH 2, 1991 (SAT) GARDEN STATE RACE TRACK- CHERRY HILL, NJ - 9:30 TO 4:00 PM- $6.00 COST. TSCF.

MARCH 3, 1991 (SUN) SALAAM TEMPLE- LIVINGSTON, NJ- 9:30 TO 4:00 PM- $6.00 TSCF.

MARCH 9, 1991. (SAT) FAMILY COMPUTER EXPOSTION AND HAM RADIO FESTIVAL- FORMALLY CALLED T.I.C.O.F.F. TI & IBM CLONE FAIR. OUR 6TH YEAR. 9:30AM TO 4PM. ROSELLE PARK HIGH SCHOOL. 185 WEST WEBSTER AVE. ROSELLE PARK, NJ. INFO CALL BOB GUELINITZ (908) 241-4550/ BBS (908) 241-8902.

MARCH 10, 1991 (SUN) NORTH HAVEN, CT- HOLIDAY INN- 9:30 TO 4:00 PM- $6.00 TSCF.

MARCH 16, 1991 (SAT) ASPIN MANOR - PARSIPPANY, NJ. 10 AM TO 4 PM. $8.00 COST. RTE 46 WEST - NEXT TO ARLINGTON PLAZA SHOPPING CENTER. KGP.

APRIL 6, 1991 (SAT) BOSTON AREA- SHERATON HOTEL- BOXBOROUGH, MA. 250 TABLES. EXIT #28 OF I-495 1/16 MILE EAST TO HOTEL ON RIGHT. 10 AM TO 4 PM.

MAY 5, 1991 (SUN) LONG ISLAND AREA- HOFSTRA UNIV- HEMPSTEAD TURNPIKE- HEMP STEAD, NY. 300 TABLES. 10 AM TO 3 PM. ADM.$8.00. KGP.

MAY 18, 1991 (SAT) WAYNE, NJ. - WM PATERSON COLLEGE. 10 AM TO 4 PM. ADM. $8.00. 700 SPOTS)(OUTDOOR FLEAMARKET. KGP.

MAY 17-18, 1991 (FRI/SAT) LIMA T.I. MULTI USER GROUP CONFERENCE. MORE INFO: CALL DAVID A. SZIPPL (419) 228-7109.

BARGAINS ON COMPUTERS, PRINTERS, SOFTWARE, SUPPLIES, PARTS, BOOKS, ETC.

XXXX DISCLAIMER XXXX

LITI 99ERS NEWSLETTER IS NOT RESPONCIBLE FOR CANCELATIONS OF SHOWS. PLEASE CALL THE NUMBERS BELOW TO VERIFY TIME AND DATES BEFORE YOU GO.

* Ken Gordon Productions (KGP) $1.00 discounts with mail cards, flyers . Copies are acceptable. Call(800)631-0062 OR (201)297-2526 for info.

* Tri-State Computer Fairs (TSCF) gives $1.00 discount with mailed cards. Call Robert Barlow (201)533-1991 for info.

Due to the ever present space limitations, it will be necessary to spread the Source Code listings out over several months. Just setting things up takes nearly six full Screens and that doesn't include File I/O. Mr. Stevens approach makes use of a LOGO like turtle. I chose to forgo the turtle and simply implement the functions and still wound up with a serious memory crunch. That's why the 'Load it/Use it/Forget it' approach had to be used, as you will see later on.

If things like degrees, radians, and cosines seem like Greek to you, don't let that hold you back. They aren't that hard to make use of and it makes plotting a snap. We use degrees because that's what most people are familiar with and translating degrees to direction, just as you would on a compass, is pretty easy. The computer, however, doesn't like degrees and will only work with radians. If you must know about radians you can look it up in a pre-calculus book. The only thing I am going to concern myself with here is how to convert from one to the other. Multiplying a degree value by 0.017453292 will give you the radian equivalent and multiplying that by 57.29577951 will do the reverse. Now, what is it good for?

Let's say you are at X,Y position 50,110 and you want to move in a 55 degree direction, for a distance of 30 points. (Zero degrees is straight up and 90 degrees is to the right.) You know you want to increase the value of X to move to the right, and Y must be decreased to move up, but how can you get the exact values you need? Well, if you have a calculator that has Sin and Cos on it, try this. Enter 55, find the Cos and multiply that by 30. If your rounded off answer is 17 you did it right. Now add that to 50, you will have the new X position, 67. Now find the Sin of 55, multiply that by 30 and you should get an answer that rounds off to 25. Subtract this from 110 and you will get the new Y position, 85. In actual use, the computer decides where it wants to go, makes the computation and then plots the results while you just sit back and watch.

In order to keep things simple, turns are accomplished by simply adding the difference between current direction and desired direction. That is, in order to go from 225 degrees to 20 degrees you would add 155. Since we don't actually want 380 degrees I have included the Word FMOD which compares a F.P. number with a supplied limit (in this case 360), and if the number is greater, the value of the limit is subtracted from it. This will take care of values between 361 and 719 wich should be sufficient for this application. A true F.P. Mod routine would need a loop so that it could handle values which were further out of range.

For all of the plotting that we will be doing, we will be in Bit Map mode. As far as printouts are concerned, all we need is the basic image. Consequently, where TI-Artist saves two files for each picture, one for the image and one for the color table, we will only be saving or loading the image file. This greatly simplifies things because of the way VDP memory is used, particularly when computing all those transcendentals (Sin, Cos, etc.) and other things related to printing out the pictures. You will note that various parts of the display will have some unusual colors added when these functions are used. This is because the space for the color table is being used by the Floating Point, and other routines. It may look a little strange but it won't affect the printouts at all.

Next month I'll squeeze in some Source Code. Right now, we're out of time. So, that's all for now folks, MTFBWY. V.M.

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W-AGE/99 * NEW-AGE/
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/99 * NEW-AGE/99 *
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* by JACK SUGHRUE, Box 459, East Douglas, MA 01516 *

#12

MICKEY REVISITED

Last time in NEWAGE I spent lots of time talking about Mickey Schmitt's two books (THE ADVENTURE REFERENCE GUIDE, $9.95 + $2 S+H, from Asgard, Box 10306, Rockville, MD, 20848, and GETTING THE MOST FROM YOUR CASSETTE SYSTEM, $9.95 + $2.50 S+H, from the author - Mickey Schmitt, 196 Broadway Avenue, Lower Burrell, PA, 15068). In the interim, I've also written a lengthier article about the new and wonderful ways to use cassettes based upon Mickey's cassette book which appeared in REFLECTIONS. There are a couple of disks available for user groups (or individuals) who have cassettes still active. These two different chock-full disks include all the items referred to by Mickey and many others not yet mentioned by her and can be gotten for a $3 shipping/handling fee each by asking for "Cassette Master Disk" from M.U.N.C.H., 560 Lincoln Street, P.O. Box 7193, Worcester, MA, 01605-7193; and "TI PD 1205.1 Cassette Utilities" from Tigercub, 156 Collingwood Avenue, Columbus, OH, 43213. Add an extra $1 to Tigercub's disk request and ask for Jim Peterson's PD Catalog, the largest collection of the best of the least expensive treasures in the TI World.

If your user group hasn't yet purchased Mickey's cassette book and used it as a fund-raiser, then your group is missing a great opportunity to make some green.

Some other things have happened since I wrote that original article. Mickey has formed a new - NEW! - company of all TI stuff.

Doesn't that have a nice ring to it? A new TI company. The MS stands for the two partners: Mickey Schmitt and Mike Sealy. They can be reached at MS EXPRESS SOFTWARE, P.O. Box 498, Richmond, OH 43944. This dynamic duo made their professional debut at the Chicago Fair in November and released a pile of stuff:

ADVENTURE HINTS (Series I) by Lynn Gardner, which is unique in help concepts for adventurers. Each hint loads into the console in the same way the Adventure Module disks load. In addition to loading as standalone help, these hints can also be loaded into the specific programs and called up from a running program! These disks include built-in maps AND hardcopy maps. Nice feature. This first series includes some of the adventures written by Mickey and Lynn: OLIVER'S TWIST, RATTLESNAKE BEND, ZOOM FLUME. The same kind of two word (noun/verb) commands are used to ask for help, so there's no need to use all kinds of colored cellophane papers, special invisible ink pens, plastic decoding devices, whatever. Requires Adventure Module or interpreter.

GALACTIC EMPERORS by Eric Kepes, an Extended BASIC, multi-player, strategic simulation program. You and one, two, or three others are each trying to thwart opponents by accessing control to all the planets in the galaxy. Shades of the Darth Vader! There are decisions you and your opponents make beforehand (such as the number of planets) before the computer generates (new each time) the playing grid. Although many random events occur during the game play, the game is a mentally

challenging activity that can be saved to continue play at a future date.

(Both of the above are $9.95 + $1 S+H and require the standard minimum configuration of one SSSD drive and 32K.)

Finally from MS EXPRESS, there are SLIDING BLOCK PUZZLES (Series I) and SLIDING BLOCK SOLUTIONS (Series I) each $7.95 + $1 S+H and both by Norman Rokke, the same person who brought you the extraordiary Fairware graphic/text program "1000 WORDS," one of the very best of its kind ever.

In this case, Norman has transcended the "normal" sliding block puzzles with which we are so familiar. In the late 1800's Sam Loyd, America's most ingenious puzzle maker at the turn of the century, created the 14-15 sliding block puzzle. There are lots of these out for the TI. The best I've seen is Chris Bobbitt's Public Domain version of many years ago and in all group libraries.

These puzzles, however, are considerably more challenging than the originals. There are three on this disk and all can be saved in mid-game, so one doesn't have to begin all over again.

The first consists of nine different-colored tiles and supposedly can be solved in 59 moves. Puzzle #2 is made up of 10 blocks and could be completed in 81 moves. The hardest (#3, of course) has 11 tiles to shift and can be solved in 90 moves. A colored monitor or TV to go with your XB, 32K, and minimum disk drive system are required.

You need the these puzzles before you get the solutions' disk, which provides the help you need for each puzzle in little pieces so as not to ruin the game for you. Very user-friendly, like all things Norman does. And, of course, ingenuity by him is taken for granted.

Now that we have a new company supporting TIers, let's hope the TI Community supports the new company. Your support will encourage even more authors to stay with and write for the 99.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

I continue to get letters from cribbage buffs all over the TI World asking about a program I reviewed last year. The program is written by Gene Hitz. He even rewrote it after I gleefully stated how I found a way to cheat on the "Go". He chastised me for cheating our little 99 computer. Now, the computer catches me each time when I try. This program is called "Cutthroat Cribbage" and gives you a muggins if you count incorrectly. It's fun to play and is fast and friendly. The game can be purchased for $7 from ARCADE ACTION, Program Innovators, 412 Glenway, Wawatosa, WI 53222. Actually, for $10 you get a diskful of games, including a nice version of TETRIS and piles of others. If you are a cribbage player, I'd recommend this game highly. If you'd like to learn the game, ask for the longer version (though I think he sends both versions, anyway), because this will give you the option to have the computer count up any combinations to see how things are scored. Then get yourself a HOYLE's from the library and play your TI until you got the game down pat. Excellent midnight companion.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Besides TIGERCUB's $1 catalog of Public Domain disks (truly the BEST BUY in the TI World), everyone should send off for Asgard's newest catalog. Asgard's latest, particularly for Page Pro owners, is a mouth-watering collection of delectable delights. For game players, William Reiss's TOURNAMENT SOLITAIRE (which includes - along with KLONDIKE - PYRAMID, GOLF, COMERS, PILE-UP, CANFIELD, and CALCULATION) is teriffic. But call or write for the free catalog and notice the high level of your droolability.

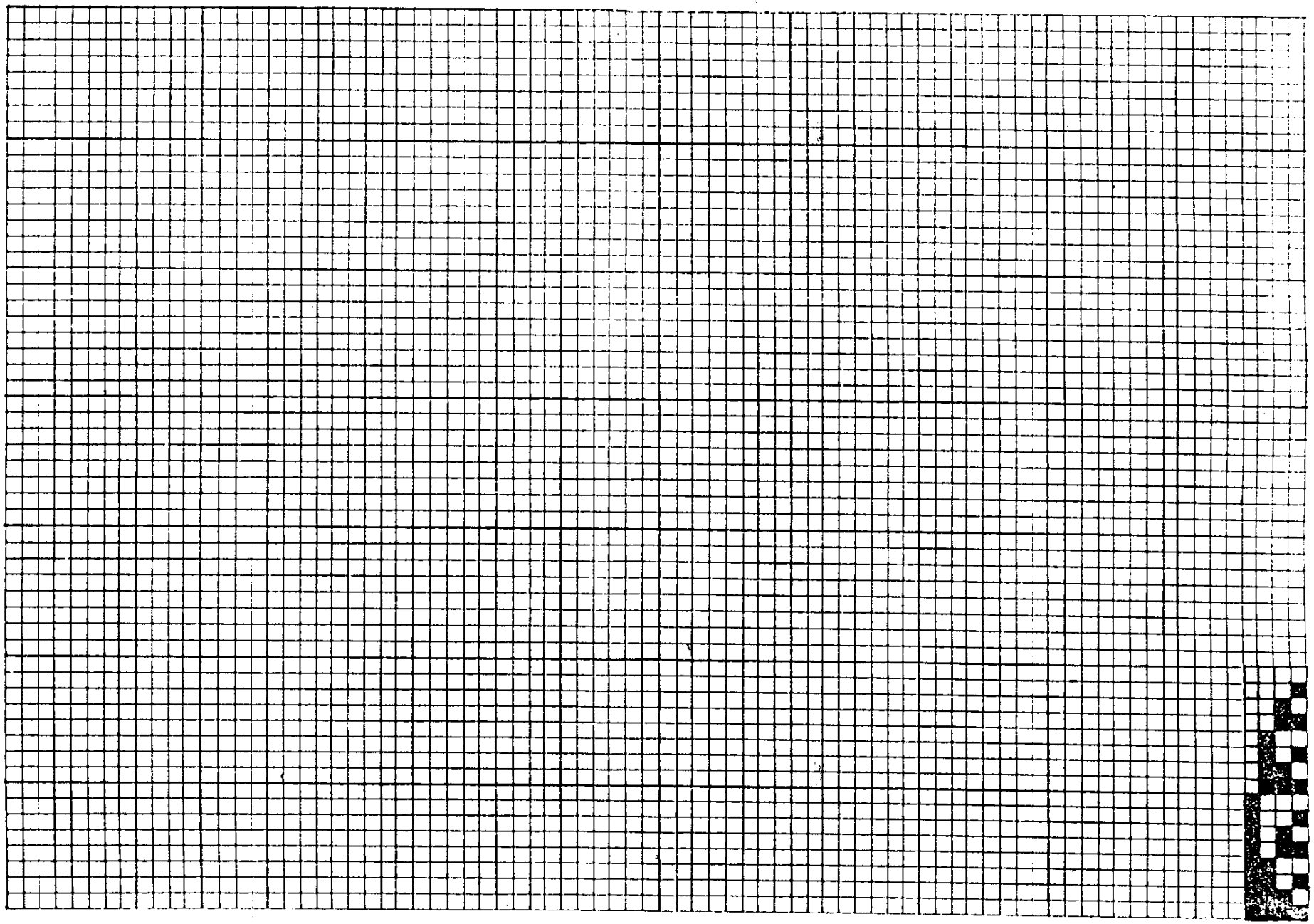
(If you use MBW-ADE/99 please put a ☺ on your exchange list.)

GRAPHIC CHARACTER DESIGN SHEET

PAGE__ OF __

TITLE: _____

DESIGNER: _____



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Members wishing to advertise a swap shop item related to our endeavor, should contact the editor by mail or in person, of such items for inclusion in the following issue of the newsletter, room permitting. This service is FREE to our members.

Any hints, Kinks or problems? Share them with other members, either in person at the next meeting, or through YOUR newsletter! If you hear of anything that could be a help to fellow TIer's let's hear about it! Jot down any of the aforementioned, and give it to any club officer or the editor and we'll try to publish it.

MEETING LOCATION

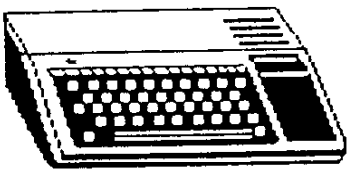
Our GENERAL Meetings will be held at TONY'S home in LINDENHURST, NY.

The address is 542 SOUTH BROADWAY.

Take SOUTHERN STATE to Exit 35 South- WELLWOOD AVE. Go south on Wellwood. Cross over Sunrise Highway, Keep in left lane, south on Wellwood. When you reach the L.I. Railroad overpass, you go under, then make a right hand turn onto West Hoffman, go 3 blocks WEST, then make a left turn on BROADWAY. The 5th block down on the left side is TONY'S. If you go too far you will be on MONTAUK HIGHWAY.

The meeting will start at 7:30 PM sharp.

SEE YOU THERE.



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99'er Users Group

LONG ISLAND SOUND
THE NEWSLETTER OF THE LONG ISLAND 99ER'S U. G.

EDITOR: FRANK BUBENIK JR

TONY IANNACONE PRESIDENT
VAL MEHLING VICE PRES
FRANK BUBENIK SECRETARY
BOB LAWSON TREASURER

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